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1 A simulation based model of a virtual storage system
H. Gomaa
March 1979 **Proceedings of the 12th annual symposium on Simulation**

Full text available: 📄 pdf(1.14 MB)   Additional Information: full citation, abstract, references, index terms

This paper describes how two different modelling techniques, regression and simulation modelling, have been combined within a hybrid simulation/regression model of a virtual storage computer system. In the model, simulation techniques are used to model in detail a task's arrival, entering and dropping from the multiprogramming set, and termination. The rest of the system is modelled in much less detail mainly using regression techniques. The application of this method to modelling an IBM VM ...

2 Performance and dependability evaluation of scalable massively parallel computer systems with conjoint simulation
Axel Hein, Mario Dal Cin
October 1998 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 8 Issue 4

Full text available: 📄 pdf(501.59 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

Computer systems are becoming more and more a part of our daily life; business and industry rely on their service, and the health of human beings depends on their correct functioning. Computer systems used for critical tasks have to be carefully designed and tested during the early design stage, the prototype phase, and their operational life. Methods and tools are required to support and facilitate this vital task. In this article, we tackle the issue of system-level performance and depen ...

Keywords: fault-tolerant and large-scale computer systems, hierarchical model design, object-oriented modeling, process-based simulation, timed Petri nets

3 Technical reports
SIGACT News Staff
January 1980 **ACM SIGACT News**, Volume 12 Issue 1

Full text available: 📄 pdf(5.28 MB)   Additional Information: full citation

4 A case study of verification, validation, and accreditation for advanced distributed simulation

Ernest H. Page, Bradford S. Canova, John A. Tufarolo

July 1997   **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 3

Full text available: 📄 pdf(501.51 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

The techniques and methodologies for verification and validation of software-based systems have arguably realized their greatest utility within the context of simulation. Advanced Distributed Simulation (ADS), a major initiative within the defense modeling and simulation community, presents a variety of challenges to the classical approaches. A case study of the development process and concomitant verification and validation activities for the Joint Training Confederation (JTC) is presented ...

Keywords: IDEF modeling, advanced distributed simulation, aggregate level simulation protocol, life cycle, validation and accreditation, verification, wargame

5 Advanced tutorials: System control: distributed simulation and control: the foundations

Wayne J. Davis

December 2001 **Proceedings of the 33nd conference on Winter simulation**

Full text available: 📄 pdf(352.21 KB)   Additional Information: full citation, abstract, references, index terms

This paper seeks a new simulation and execution paradigm for the design and operation of complex systems. An expanded life cycle for a simulation model is first provided. It is assumed that complex systems can be represented as systems of interacting subsystems, which evolve by executing tasks upon objects. Care is taken to distinguish the real world where process execution occurs from the virtual world where planning is addressed. It is illustrated that the ideal model should be able to both ev ...

6 Concurrency control: methods, performance, and analysis

Alexander Thomasian

March 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 1

Full text available: 📄 pdf(427.18 KB)   Additional Information: full citation, references, citings, index terms

Keywords: Markov chains, adaptive methods, concurrency control, data contention, deadlocks, flow diagrams, load control, optimistic concurrency control, queueing network models, restart-oriented locking methods, serialiazability, thrashing, two-phase locking, two-phase processing, wait depth limited methods

7 Employing databases for large scale reuse of simulation models

Martin Hitz, Hannes Werthner, Tuncer I. Ören

December 1993 **Proceedings of the 25th conference on Winter simulation**

Full text available: 📄 pdf(757.42 KB)   Additional Information: full citation, references, citings

8 A federated approach to distributed network simulation

George F. Riley, Mostafa H. Ammar, Richard M. Fujimoto, Alfred Park, Kalyan Perumalla, Donghua Xu

April 2004 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume

14 Issue 2
Full text available: 📄 pdf(974.84 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We describe an approach and our experiences in applying federated simulation techniques to create large-scale parallel simulations of computer networks. Using the federated approach, the topology and the protocol stack of the simulated network is partitioned into a number of submodels, and a simulation process is instantiated for each one. Runtime infrastructure software provides services for interprocess communication and synchronization (time management). We first describe issues that arise in ...

Keywords: Simulation, distributed simulation, networks

9 <u>Computer system modelling and simulation</u>   ▬
Wolfgang Kreutzer
April 1979 **ACM SIGMETRICS Performance Evaluation Review**, Volume 8 Issue 1-2
Full text available: 📄 pdf(1.94 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

To evaluate the suitability and limitations of software for computer systems modelling, a basic comprehension of the structure of such tools must be provided. A brief discussion of conceptual requirements for the description of discrete models, and computer system models in particular, is followed by a survey of commercially available computer simulation packages. Special and general purpose discrete event simulation and general purpose programming languages are also analysed for their suitabili ...

10 <u>A detailed interactive simulation system for developing command and control systems</u>   ▬
Kevin C. Trott, Frederick K. Frantz
March 1983 **Proceedings of the 16th annual symposium on Simulation**

Full text available: 📄 pdf(1.20 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

The Dynamic Ground Target Simulation (DGTS) system is a real-time interactive simulation system which produces detailed scenarios of military unit activity. DGTS is composed of three subsystems: a Model Construction Subsystem, which uses a Pascal-based discrete event simulation language, a Data Preparation Subsystem, and a Scenario Generation Subsystem, which executes a model according to a specific set of orders and allows it to be interactively manipulated. DGTS has been used to generate ...

11 <u>Silk: a Java-based process simulation language</u>   ▬
Kevin J. Healy, Richard A. Kilgore
December 1997 **Proceedings of the 29th conference on Winter simulation**

Full text available: 📄 pdf(919.76 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

12 <u>Future of simulation: What's virtually possible: what's virtually possible?</u>   ▬
Wayne J. Davis
December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**
Full text available: 📄 pdf(244.28 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

This paper continues a sequence of papers discussing futuristic simulation needs and capabilities. These papers focus upon complex systems that evolve by the concurrent execution of processing tasks under the guidance of sophisticated control structures. This paper first provides a detailed state description for such systems from both the perspective of the entities that are being processed in the system and the controllers that manage the task execution. The interrelationship between these t ...

13 GMSS graphic modelling and simulation system
R. R. Willis, W. P. Austell
March 1983 **Proceedings of the 16th annual symposium on Simulation**

Full text available: pdf(1.40 MB)   Additional Information: full citation, abstract, references, citings, index terms

GMSS is a simulation modelling system providing a tool kit of functions to support the automation needs of simulation analysis. The goal of GMSS is to put simulation modelling into the hands of the decision maker.

14 Assessing process-centered software engineering environments
Vincenzo Ambriola, Reidar Conradi, Alfonso Fuggetta
July 1997 **ACM Transactions on Software Engineering and Methodology (TOSEM),**
Volume 6 Issue 3

Full text available: pdf(342.52 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

Process-centered software engineering environments (PSEEs) are the most recent generation of environments supporting software development activities. They exploit an representation of the process (called the process model that specifies how to carry out software development activities, the roles and tasks of software developers, and how to use and control software development tools. A process model is therefore a vehicle to better understand and communicate the process. If ...

Keywords: CASE, enabling technology, process modeling languages, process-centered software engineering environments, software process

15 PRIME—toward process-integrated modeling environments: 1
Klaus Pohl, Klaus Weidenhaupt, Ralf Dömges, Peter Haumer, Matthias Jarke, Ralf Klamma
October 1999 **ACM Transactions on Software Engineering and Methodology (TOSEM),**
Volume 8 Issue 4

Full text available: pdf(1.15 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Research in process-centered environments (PCEs) has focused on project management support and has neglected method guidance for the engineers performing the (software) engineering process. It has been dominated by the search for suitable process-modeling languages and enactment mechanisms. The consequences of process orientation on the computer-based engineering environments, i.e., the interactive tools used during process performance, have been studied much less. In this article, we prese ...

Keywords: PRIME, method guidance, process modeling, process-centered environments, process-integrated environments, process-sensitive tools, tool integration, tool modeling

16 Parallel execution for serial simulators
David Nicol, Philip Heidelberger
July 1996 **ACM Transactions on Modeling and Computer Simulation (TOMACS),** Volume 6 Issue 3

Full text available: pdf(450.56 KB)   Additional Information: full citation, abstract, references, citings, index terms

This article describes an approach to discrete event simulation modeling that appears to be effective for developing portable and efficient parallel execution of models of large distributed systems and communication networks. In this approach, the modeler develops submodels with an existing sequential simulation modeling tool, using the full expressive

power of the tool. A set of modeling language extensions permits automatically sychronized communication between submodels; however, the aut ...

Keywords: parallel simulation, simulation tools

17 <u>UML extensions for the specification and evaluation of latency constraints in architectural models</u>

Miguel de Miguel, Thomas Lambolais, Mehdi Hannouz, Stéphane Betgé-Brezetz, Sophie Piekarec
September 2000 **Proceedings of the second international workshop on Software and performance**
Full text available: pdf(63.67 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: UML extension techniques, performance constraints evaluation, real-time object-oriented systems, temporal requirements

18 <u>The Diesel Combustion Collaboratory: combustion researchers collaborating over the Internet</u>

Carmen M. Pancerella, Larry A. Rahn, Christine L. Yang
January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**
Full text available: pdf(8.95 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

19 <u>Modeling methodology: Dealing with complexity: exploratory analysis enabled by multiresolultion, multiperspective modeling</u>

Paul K. Davis
December 2000 **Proceedings of the 32nd conference on Winter simulation**
Full text available: pdf(441.16 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

The objective of exploratory analysis is to gain a broad understanding of a problem domain before going into details for particular cases. Its focus is understanding comprehensively the consequences of uncertainty, which requires a good deal more than normal sensitivity analysis. Such analysis is facilitated by multiresolution, multiperspective modeling (MRMPM) structures that are becoming increasingly practical. A knowledge of related design principles can help build interfaces to more normal l ...

20 <u>On extending parallelism to serial simulators</u>

David Nicol, Philip Heidelberger
July 1995 **ACM SIGSIM Simulation Digest , Proceedings of the ninth workshop on Parallel and distributed simulation**, Volume 25 Issue 1
Full text available: pdf(1.50 MB) <u>Publisher Site</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

This paper describes an approach to discrete event simulation modeling that appears to be effective for developing portable and efficient parallel execution of models of large distributed systems and communication networks. In this approach, the modeler develops sub-models using an existing sequential simulation modeling tool, using the full expressive power of the tool. A set of modeling language extensions permit automatically synchronized communication between sub-models; however, the au ...

Keywords: Intel Paragon, communication networks, discrete event simulation, discrete event simulation modeling, large distributed systems, modeling language extensions, performance, protocols, serial simulators, synchronisation, synchronization protocols, utilitarian parallel simulator

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